

**Exhibit B - Microsoft Computer Dictionary Definition of  
“Object-Oriented Programming”**

# Microsoft Press Macintosh Dictionary

Third Edition

**PUBLISHED BY**

Microsoft Press  
A Division of Microsoft Corporation  
One Microsoft Way  
Redmond, Washington 98052-6399

Copyright © 1997 by Microsoft Corporation

All rights reserved. No part of the contents of this book may be reproduced or transmitted in any form or by any means without the written permission of the publisher.

Library of Congress Cataloging-in-Publication Data  
Microsoft Press Computer Dictionary. -- 3rd ed.

p. cm.

ISBN 1-57231-446-X

1. Computers--Dictionaries. 2. Microcomputers--Dictionaries.

I. Microsoft Press.

QA76.15.M54 1997

004.03--dc21

97-15489

CIP

Printed and bound in the United States of America.

5 6 7 8 9 QMQM 2 1 0 9 8

Distributed to the book trade in Canada by Macmillan of Canada, a division of Canada Publishing Corporation.

A CIP catalogue record for this book is available from the British Library.

Microsoft Press books are available through booksellers and distributors worldwide. For further information about international editions, contact your local Microsoft Corporation office. Or contact Microsoft Press International directly at fax (425) 936-7329.

Macintosh, Power Macintosh, QuickTime, and TrueType are registered trademarks of Apple Computer, Inc. Intel is a registered trademark of Intel Corporation. DirectInput, DirectX, Microsoft, Microsoft Press, MS-DOS, Visual Basic, Visual C++, Win32, Win32s, Windows, Windows NT, and XENIX are registered trademarks and ActiveMovie, ActiveX, and Visual J++ are trademarks of Microsoft Corporation. Java is a trademark of Sun Microsystems, Inc. Other product and company names mentioned herein may be the trademarks of their respective owners.

**Acquisitions Editor:** Kim Fyer

**Project Editor:** Maureen Williams Zimmerman, Anne Taussig

**Technical Editors:** Dail Magee Jr., Gary Nelson, Jean Ross, Jim Fuchs, John Conrow, Kurt Meyer, Robert Lyon, Roslyn Lutsch

system or new software is developed. *See also* object (definition 2), object-oriented design, object-oriented programming.

**object-oriented database** \ob`jekt-ör-ē-ent-əd dā`tā-bās\ *n.* A flexible database that supports the use of abstract data types, objects, and classes and that can store a wide range of data, often including sound, video, and graphics, in addition to text and numbers. Some object-oriented databases allow data retrieval procedures and rules for processing data to be stored along with the data or in place of the data. This allows the data to be stored in areas other than in the physical database, which is often desirable when the data files are large, such as those for video files. *Acronym:* OODB (O`O-D-B). *See also* abstract data type, class, object (definition 2). *Compare* relational database.

**object-oriented design** \ob`jekt-ör-ē-en-təd dā-zīn\ *n.* A modular approach to creating a software product or computer system, in which the modules (objects) can be easily and affordably adapted to meet new needs. Object-oriented design generally comes after object-oriented analysis of the product or system and before any actual programming. *See also* object (definition 2), object-oriented analysis.

**object-oriented graphics** \ob`jekt-ör-ē-en-təd graf`iks\ *n.* Computer graphics that are based on the use of graphics primitives, such as lines, curves, circles, and squares. Object-oriented graphics, used in applications such as computer-aided design and drawing and illustration programs, describe an image mathematically as a set of instructions for creating the objects in the image. This approach contrasts with the use of bit-mapped graphics, in which a graphic is represented as a group of black-and-white or colored dots arranged in a certain pattern. Object-oriented graphics enable the user to manipulate objects as units. Because objects are described mathematically, object-oriented graphics can be layered, rotated, and magnified relatively easily. *Also called* structured graphics. *See also* graphics primitive. *Compare* bitmapped graphics, paint program.

**object-oriented interface** \ob`jekt-ör-ē-en-təd in`tər-fās\ *n.* A user interface in which elements of the system are represented by visible screen entities, such as icons, that are used to manipulate the

system elements. Object-oriented display interfaces do not necessarily imply any relation to object-oriented programming. *See also* object-oriented graphics.

**object-oriented operating system** \ob`jekt-ör-ē-en-təd op`ər-ā-tēng si`-stəm\ *n.* An operating system based on objects and designed in a way that facilitates software development by third parties, using an object-oriented design. *See also* object (definition 2), object-oriented design.

**object-oriented programming** \ob`jekt-ör-ē-en-təd prō`gram`ēng\ *n.* A programming paradigm in which a program is viewed as a collection of discrete objects that are self-contained collections of data structures and routines that interact with other objects. *Acronym:* OOP (ōōp, O`O-P). *See also* C++, object (definition 2), Objective-C.

**object-relational server** \ob`jekt-rā-lā`shə-nəl sər`vər\ *n.* A database server that supports object-oriented management of complex data types in a relational database. *See also* database server, relational database.

**object request broker** \ob`jekt rā-kwest` brō-kər\ *n.* *See* ORB.

**object wrapper** \ob`jekt rap`ər\ *n.* In object-oriented applications, a means of encapsulating a set of services provided by a non-object-oriented application so that the encapsulated services can be treated as an object. *See also* object (definition 2).

**oblique** \ō-blēk\ *adj.* Describing a style of text created by slanting a roman font to simulate italics when a true italic font isn't available on the computer or printer. *See also* font, italic, roman.

**OC3** \O`C-thrē\ *n.* Short for optical carrier 3. One of several optical signal circuits used in the SONET high-speed fiber-optic data transmission system. OC3 carries a signal of 155.52 Mbps, the minimum transmission speed for which SONET and the European standard, SDH, are fully interoperable. *See also* SONET.

**OCR** \O`C-R\ *n.* *See* optical character recognition.

**octal** \ok`təl\ *n.* The base-8 number system consisting of the digits 0 through 7, from the Latin *octo*, meaning "eight." The octal system is used in programming as a compact means of representing binary numbers. *See* Appendix E. *See also* base (definition 2).